

(1) RIDING UP AN INCLINE OBSTACLE DATA SHEETS

Features

- even incline (no steps up)
- sloped between 30° and 45°
- length between 6m and 12m depending on the angle of the incline
- a corridor (whether marked or not) between 2m and 4m wide

Equipment

- 2 red flags
- 2 white flags
- 1 number
- penalty zone markers (if required)

Aim

Highlighting the calmness and balance of the horse and the correct posture of the rider enabling proper control and movement of the horse.

Effectiveness – Faults to be avoided

- break in forward movement (change of gait)
- horse and rider not maintaining a straight line between the entry and exit flags, that is, not weaving
- refusal includes stepping back

Style – Important points to look for

- good balance of the horse
- good position of the rider (vertical over the centre of gravity and light seat)

Marking

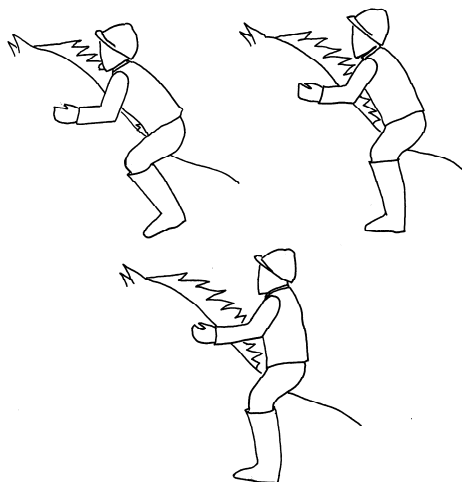
Effectiveness: marked 7, 4, 1, and 0 depending on the number of faults

Style: marked from +3 to -2 in accordance with the marking scheme

Penalties: -3 for brutality or dangerous riding

Stepping outside the marked corridor will result in an effectiveness mark of

Zero.



(2) RIDING DOWN AN INCLINE OBSTACLE DATA SHEETS

Features

- even incline (no drops)
- sloped between 30° and 45°
- length between 6m and 12m depending on the angle of the incline
- a corridor (whether marked or not) between 2m and 4m wide

Equipment

- 2 red flags
- 2 white flags
- 1 number
- penalty zone markers (if required)

Aim

Highlighting the calmness and balance of the horse and the correct posture of the rider enabling proper control and movement of the horse.

Effectiveness – Faults to be avoided

- break in forward movement (change of gait)
- horse and rider not maintaining a straight line between the entry and exit flags, that is, not weaving
- refusal includes stepping back

Style – Important points to look for

- good balance of the horse
- good position of the rider (vertical over the centre of gravity and light seat)

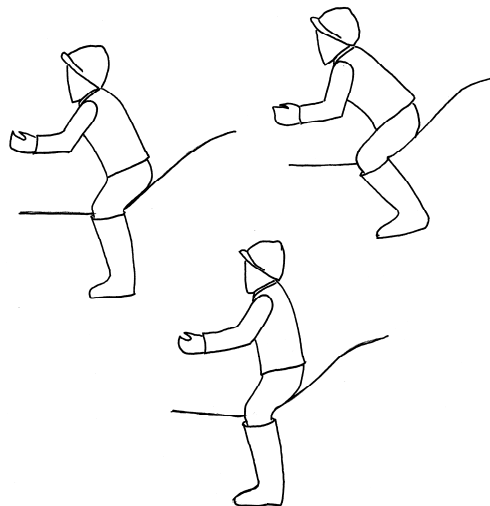
Marking

Effectiveness: marked 7, 4, 1, and 0 depending on the number of faults

Style: marked from +3 to -2 according to the general marking scheme

Penalties: -3 for brutality or dangerous riding

Stepping outside the marked corridor will result in a zero score.



(3) BANK (RIDDEN) OBSTACLE DATA SHEETS

Features

- regular ground
- slopes of around 30° to 45°
- length of 5m to 6m for each of the slopes
- change of slope : between 1 and 2 metres of horizontal ground
- a corridor (whether marked or not) between 2m and 4m wide

Equipment

- 3 red flags
- 3 white flags
- 1 number
- penalty zone markers (if required)

Aim

Highlight the horse's good balance and the correct posture of the rider enabling proper control of the horse.

Effectiveness – Faults to be avoided

- break in forward movement (change of gait)
- horse and rider not maintaining a straight line between the entry and exit flags, that is, not weaving
- refusal includes stepping back

Style – Important points to look for

- regularity and good balance of the horse
- good position of the rider and maintaining balance as the slopes change

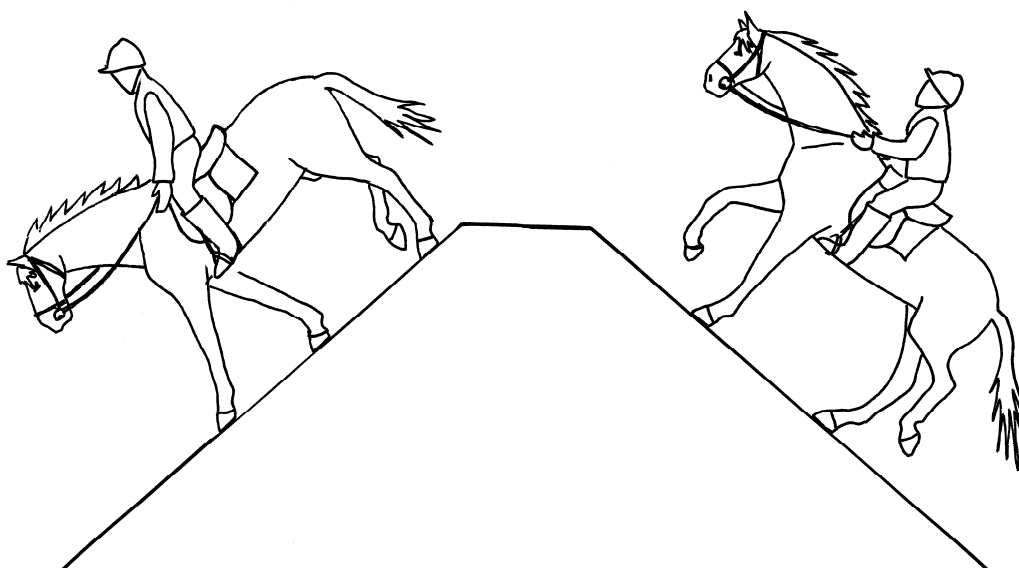
Marking

Effectiveness: marked 7, 4, 1, and 0 depending on the number of faults

Style: marked from +3 to -2 according to the general marking scheme (rider's position)

Penalties: -3 for brutality or dangerous riding

Stepping outside the marked corridor will result in a zero score.



(4) DIP/CRATER (RIDDEN)

OBSTACLE DATA SHEETS

Features

- regular ground
- slopes of around 30° to 45°
- length of 5m to 6m for each of the slopes
- change of slope: between 1 and 2 metres of horizontal ground
- a corridor (whether marked or not) between 2m and 4m wide

Equipment

- 3 red flags
- 3 white flags
- 1 number
- penalty zone markers (if required)

Aim

Highlight the horse's good balance and the correct posture of the rider enabling proper control of the horse.

Effectiveness – Faults to be avoided

- break in forward movement (change of gait)
- horse and rider not maintaining a straight line between the entry and exit flags, that is, not weaving
- refusal includes stepping back

Style – Important points to look for

- regularity and good balance of the horse
- good position of the rider and maintaining balance as the slopes change

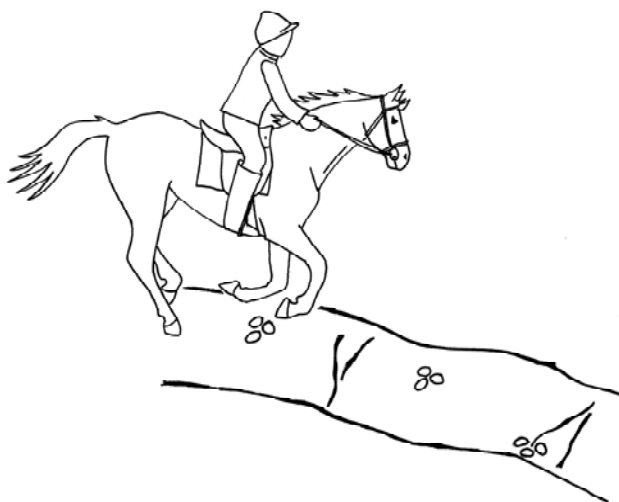
Marking

Effectiveness: marked 7, 4, 1, and 0 depending on the number of faults

Style: marked from +3 to -2 according to the general marking scheme (rider's position)

Penalties: -3 for brutality or dangerous riding

Stepping outside the marked corridor will result in a zero score.



(5) STAIRCASE UP (RIDDEN) OBSTACLE DATA SHEETS

Must be negotiated at walk

Features

- natural or artificial staircase
- length between 5m and 10m depending on the angle of the incline
- around 1m wide

Steps: height between approx 20cm and 30cm with a depth of approximately 2.5 times the height with a minimum of 50cm.

Construction

Compacted hardcore, covered with compact soil / sand and ideally with a covering of turf.

Equipment

- 2 red flags
- 2 white flags
- 1 number
- penalty zone markers (if required)

Aim

Highlighting the calmness and balance of the horse and the correct posture of the rider enabling proper control of the horse.

Effectiveness – Faults to be avoided

- break in forward movement (change of gait from walk. Changing back to walk is not penalised)

Style – Important points to look for

- regular paces and good balance of the horse
- good position of the rider (vertical over the centre of gravity and light seat)
- horse stays straight in line with the axis of the slope

Marking

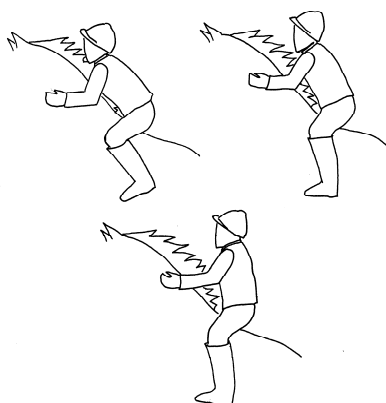
Effectiveness: marked 7, 4, 1, and 0 depending on the number of faults

Style: marked from +3 to -2 in accordance with the marking scheme

Penalties: -3 for brutality or dangerous riding

Stepping outside the marked corridor will result in a zero score.

Completing the majority of the obstacle in a gait other than walk will result in a zero score



(6) STAIRCASE DOWN (RIDDEN) OBSTACLE DATA SHEETS

Must be negotiated at walk

Features

- natural or artificial staircase
- length between 5m and 10m depending on the angle of the incline
- around 1m wide

Steps: height between approx 20cm and 30cm with a depth of approximately 2.5 times the height with a minimum of 50cm.

Construction

Compacted hardcore, covered with compact soil / sand and ideally with a covering of turf.

Equipment

- 2 red flags
- 2 white flags
- 1 number
- penalty zone markers (if required)

Aim

Highlighting the calmness and balance of the horse and the correct posture of the rider enabling proper control of the horse.

Effectiveness – Faults to be avoided

- break in forward movement (change of gait from walk. Changing back to walk is not penalised)

Style – Important points to look for

- regular paces and good balance of the horse
- good position of the rider (vertical over the centre of gravity and light seat)
- horse stays straight in line with the axis of the slope

Marking

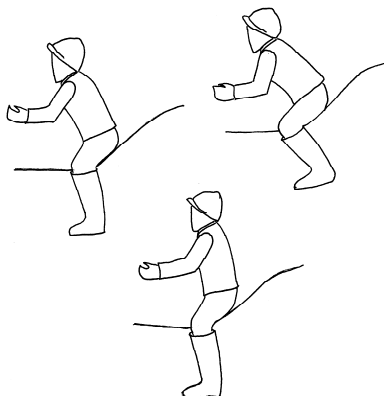
Effectiveness: marked 7, 4, 1, and 0 depending on the number of faults

Style: marked from +3 to -2 in accordance with the marking scheme

Penalties: -3 for brutality or dangerous riding

Stepping outside the marked corridor will result in a zero score.

Completing the majority of the obstacle in a gait other than walk will result in a zero score



(7) FOOTBRIDGE (RIDDEN) OBSTACLE DATA SHEETS

Must be negotiated at walk.

Features

May be on the ground, over a stream or between two mounds of earth, etc.

- minimum 5m length of crossing
- width: around 1m
- one or two hand-rails

Equipment

- 2 red flags
- 2 white flags
- 1 number
- 1 footbridge (wooden, iron, etc.)
- penalty zone markers (if required)

Aim

Showing the forwardness and calmness of the horse and the appropriateness of the rider's aids.

Effectiveness – Faults to be avoided

- refusal includes stepping back
- change of gait from walk (changing back to walk is not penalised)
- jumping on or off the bridge

Style – Important points to look for

- regularity of the crossing
- calmness and forwardness of the horse
- correct aids of the rider

Marking

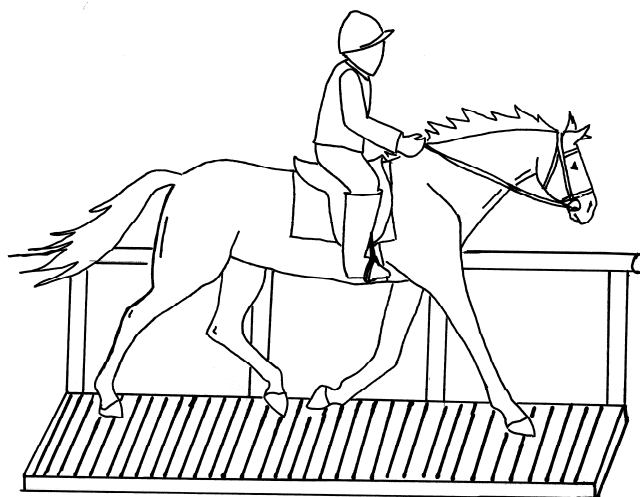
Effectiveness: marked 7, 4, 1, and 0 depending on the number of faults

Style: marked from +3 to -2 according to the general marking scheme

Penalties: -3 for brutality or dangerous riding

Any step off the side of the bridge will result in a zero score

Completing the majority of the obstacle in a gait other than walk will result in a zero score



(8) WATER CROSSING (RIDDEN) OBSTACLE DATA SHEETS

Must be negotiated at walk.

Features

As far as possible, the water must not have high edges.

- minimum 4m length of crossing
- depth of water around 0.50m

Equipment

- 2 red flags
- 2 white flags
- 1 number
- penalty zone markers (if required)

Aim

Showing the forwardness and determination of the horse and the appropriateness of the rider's aids.

Effectiveness – Faults to be avoided

- refusal includes stepping back
- change of gait from walk (changing back to walk is not penalised)
- jumping into or out of the water

Style – Important points to look for

- regularity of the crossing
- calmness and forwardness of the horse
- correct aids of the rider

Marking

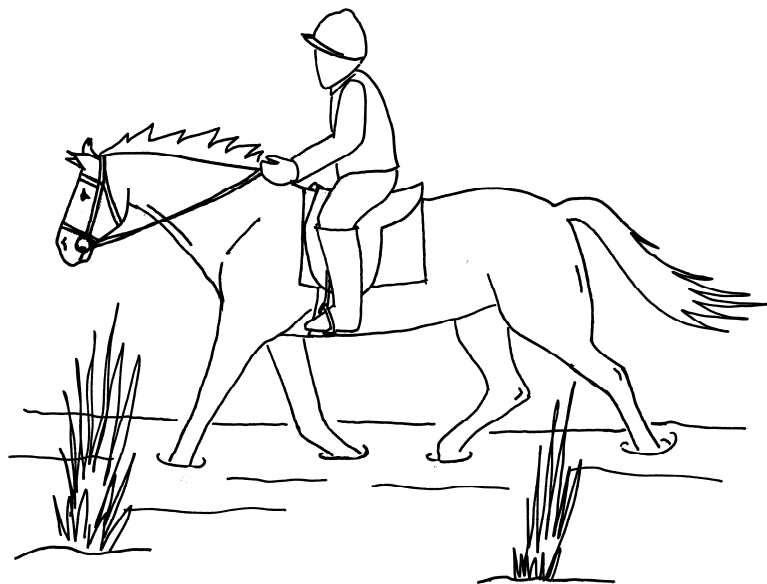
Effectiveness: marked 7, 4, 1, and 0 depending on the number of faults

Style: marked from +3 to -2 according to the general marking scheme

Penalties: -3 for brutality or dangerous riding

Any step outside the obstacle route will result in a zero score

Completing the majority of the obstacle in a gait other than walk will result in a zero score



(9) REINING BACK (RIDDEN) OBSTACLE DATA SHEETS

Features

Rein back 4m in an 8m corridor made up by bars placed on the ground.

- level ground
- length 8m
- width 0.80m

Equipment

- 2 red flags
- 2 white flags
- 1 number
- 4 x 4m bars or 2 x 8m bars (preferably fastened to the ground)
- material for marking (sand, paint, sawdust etc.)

Aim

Showing the obedience of the horse at reining back and the appropriateness of the rider's aids.

Judging will commence when the horse's front feet are over the front line (the judge will advise you) and will finish once the horse has reined back the length of the 4 metre marked section, finishing with the horse's front feet behind the line.

The rider is allowed to rein back without their stirrups.

The rider may exit at any gait but must go through the exit flags.

Effectiveness – Faults to be avoided

- feet touching the corridor whilst reining back
- pausing in movement whilst reining back

Style – Important points to look for

- calmness and accuracy of the combination
- position of the rider

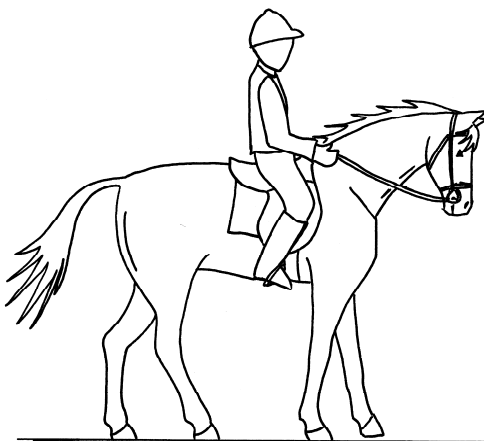
Marking

Effectiveness: marked 7, 4, 1, and 0 depending on the number of faults

Style: marked from +3 to -2 according to the general marking scheme

Penalties: -3 for brutality or dangerous conduct

Any step outside the obstacle route will result in a zero score



(10) GATE (RIDDEN)

OBSTACLE DATA SHEETS

Features

Hinged gate to be opened and shut whilst mounted.

– height: around 1.20m

– width: minimum 1m

No part of the gate should stick out from the frame and ideally the gate should swing both ways.

Equipment

– 1 red flag

– 1 white flag

– 1 number

– penalty zone markers (if required)

Aim

Showing the obedience and calmness of the horse and the appropriateness of the rider's aids.

This obstacle must be opened/closed by use of the hand only.

Effectiveness – Faults to be avoided

– the rider losing contact with the gate before finishing the test

– loose gate hitting the horse or horse pushing the gate

– horse hitting the gate post

Style – Important points to look for

– calmness of the horse

– the rider changing hands

– a regard for safety

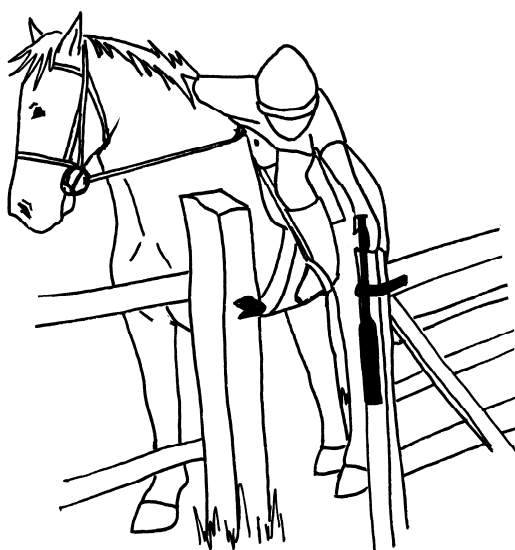
– appropriateness of rider's aids

Marking

Effectiveness: marked 7, 4, 1, and 0 depending on the number of faults

Style: marked from +3 to -2 according to the general marking scheme

Penalties: -3 for brutality or dangerous riding



(11) S-BEND TEST (RIDDEN) OBSTACLE DATA SHEETS

Must be negotiated at walk.

Features

Manoeuvring around an S-shaped (or Z-shaped) corridor made from poles (preferably raised).

For each bend of the S

- width: 0.90m
- length: 4m

Equipment

- 2 x 4m poles + 2 x 2.20m + 2 x 1.90m long poles
- 12/14 max 30cm tall raisers (if applicable)
- 2 red flags
- 2 white flags
- 1 number
- penalty zone markers (if required)

Aim

Showing the obedience and forwardness of the horse and the appropriateness of the rider's aids.

Effectiveness – Faults to be avoided

- the poles being touched (if on floor) or knocked off (if raised)
- stopping whilst in the obstacle
- refusal includes stepping back
- change of gait from walk (changing back to walk is not penalised)

Style – Important points to look for

- calmness of horse
- obedience to rider's aids

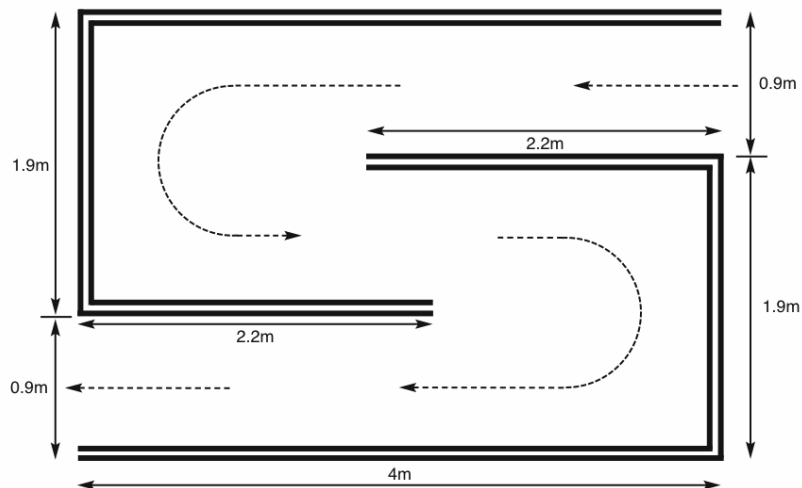
Marking

Effectiveness: marked 7, 4, 1, and 0 depending on the number of faults

Style: marked from +3 to -2 according to the general marking scheme.

Penalties: -3 for brutality or dangerous riding

Completing the majority of the obstacle in a gait other than walk will result in a zero score



(12) **DITCH (RIDDEN)**

OBSTACLE DATA SHEETS

Features

Natural or man-made ditch which may be able to be negotiated without having to jump. It may have water in it or not.

- width of ditch: 1.50m maximum
- minimum length of ditch: 3 metres
- entrance and exit between 3m and 5m from obstacle (penalty zone)

Equipment

- 1 or 2 red flags
- 1 or 2 white flags
- 1 number
- penalty zone markers (if required)

Aim

Highlighting the calmness and balance of the horse and the correct posture and appropriateness of aids of the rider enabling proper control and movement of the horse. A change of gait or jumping from a standstill is allowed. The ditch may be walked through or jumped depending on the type of ditch.

Effectiveness – Faults to be avoided

- refusal includes stepping back

Style – Important points to look for

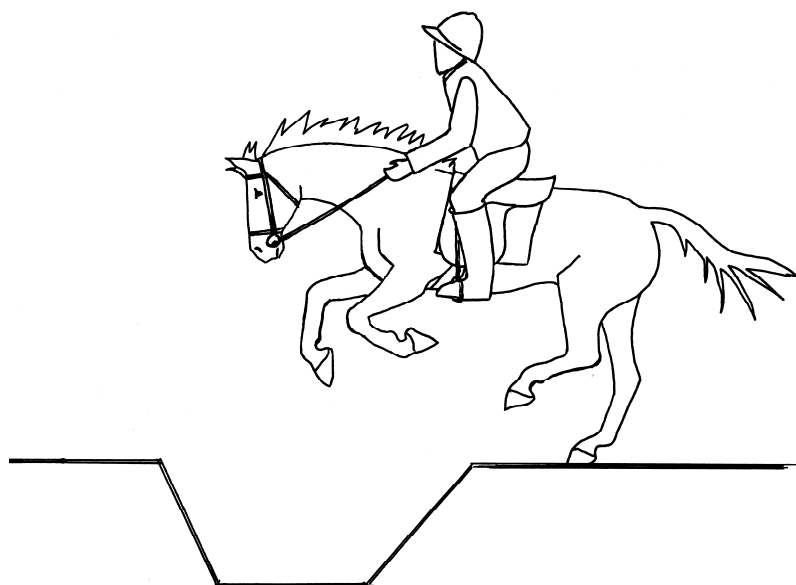
- regularity, balance and impulsion
- good position of the rider

Marking

Effectiveness: marked 7, 4, 1, and 0 depending on the number of faults

Style: marked from +3 to -2 according to the general marking scheme (rider's position)

Penalties: -3 for brutality or dangerous riding



(13) TREE TRUNK (RIDDEN) OBSTACLE DATA SHEETS

Features

Tree trunk (or log pile) without any branches, placed on stable and level ground. Must be jumped.

- height: see Annex A
- minimum obstacle width: 3m

Equipment

- 1 red flag
- 1 white flag
- 1 number
- 1 large trunk or 3 smaller trunks
- penalty zone markers (if required)

Aim

Highlighting the calmness and balance of the horse and the correct posture of the rider enabling proper control of the horse.

A change of gait or jumping from a standstill is allowed.

Effectiveness – Faults to be avoided

- refusal includes stepping back

Style – Important points to look for

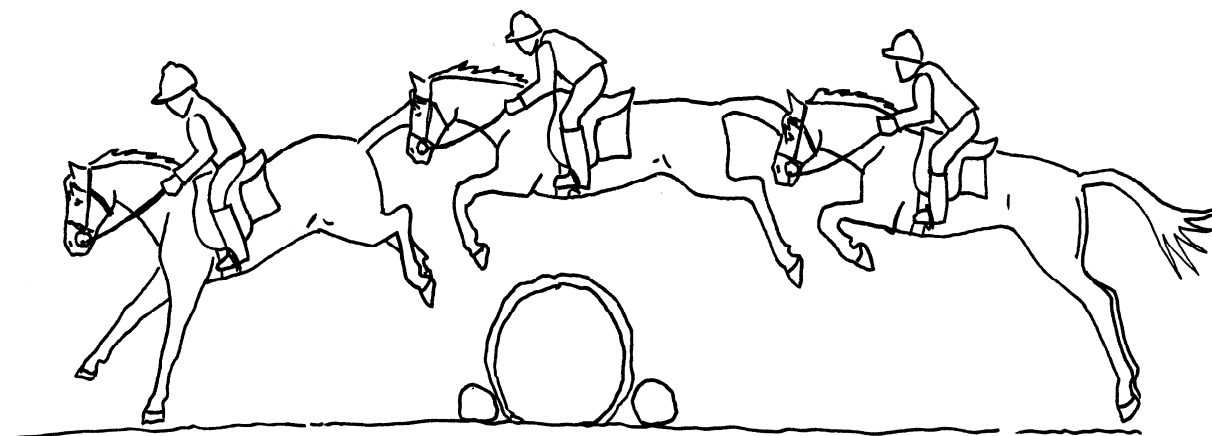
- regularity, balance and impulsion
- good position of the rider

Marking

Effectiveness: marked 7, 4, 1, and 0 depending on the number of faults

Style: marked from +3 to -2 according to the general marking scheme (rider's position)

Penalties: -3 for brutality or dangerous riding



(14) HEDGE (RIDDEN) OBSTACLE DATA SHEETS

Features

Natural or man-made hedge. This must be jumped.

- maximum height (compact part of the hedge) see Annex A
- maximum thickness: 0.5m
- minimum obstacle width 3m

Equipment

- 1 red flag
- 1 white flag
- 1 number
- penalty zone markers (if required)

Aim

Highlighting the calmness and balance of the horse and the correct posture of the rider enabling proper control of the horse.
A change of gait or jumping from a standstill is allowed.

Effectiveness – Faults to be avoided

- refusal includes stepping back

Style – Important points to look for

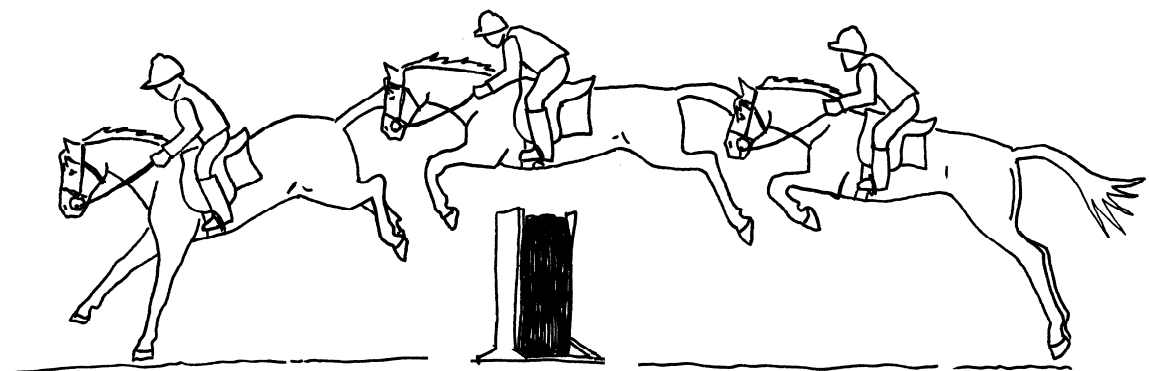
- regularity, balance and impulsion
- good position of the rider

Marking

Effectiveness: marked 7, 4, 1, and 0 depending on the number of faults

Style: marked from +3 to -2 according to the general marking scheme (rider's position)

Penalties: -3 for brutality or dangerous riding



(15) PATH CROSSING (RIDDEN) OBSTACLE DATA SHEETS

Features

A combination of two obstacles to be jumped, built on stable and even ground.

- height: see Annex A
- minimum 3 metres wide
- Distance between the two elements: see Annex A

Equipment

- 2 red flags
- 2 white flags
- 1 number
- 2 letters: A and B

Aim

Highlighting the forwardness of the horse as well as the correct approach and attitude of the rider allowing good control.

A change of gait or jumping from a standstill is allowed.

Effectiveness – Faults to be avoided

– refusal includes stepping back – a refusal inside the combination means the entire combination must be re-jumped.

Style – Important points to look for

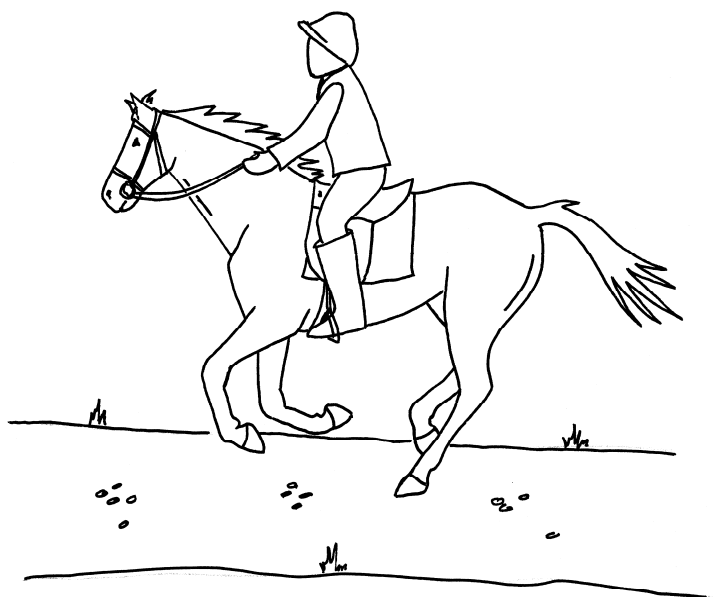
- regularity, balance and impulsion
- good position of the rider

Marking

Effectiveness: marked 7, 4, 1, and 0 depending on the number of faults

Style: marked from +3 to -2 according to the general marking scheme (rider's position)

Penalties: -3 for brutality or dangerous riding



(16) STEP UP (RIDDEN) OBSTACLE DATA SHEETS

Features

Steep sided obstacle, stable ground.

- height: see Annex A
- 2 to 3 metres wide

NB. The ground should be well prepared and stabilised on the take off side (beams or poles holding up the upper edge) as well as on the landing side.

Equipment

- 1 red flag
- 1 white flag
- 1 number
- penalty zone markers (if required)

Aim

Highlighting the calmness and balance of the horse and the correct posture of the rider enabling proper control and movement of the horse.

A change of gait or jumping from a standstill is allowed.

Effectiveness – Faults to be avoided

- refusal including stepping back

Style – Important points to look for

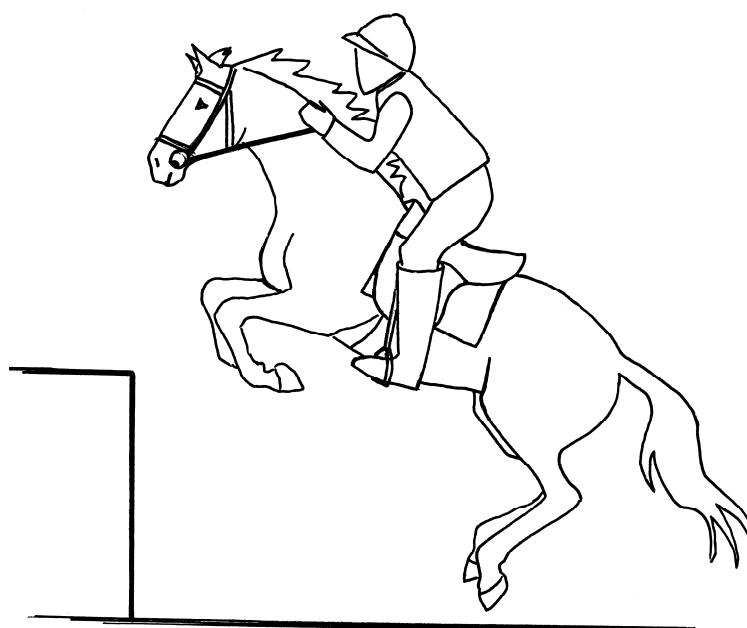
- regularity, balance and impulsion
- good position of the rider

Marking

Effectiveness: marked 7, 4, 1, and 0 depending on the number of faults

Style: marked from +3 to -2 according to the general marking scheme (rider's position)

Penalties: -3 for brutality or dangerous riding



(17) **STEP DOWN (RIDDEN)**

OBSTACLE DATA SHEETS

Features

Steep sided obstacle, stable ground.

- height: see Annex A
- 2 to 3 metres wide

NB. The ground should be well prepared and stabilised on the take off side (beams or poles holding up the upper edge) as well as on the landing side.

Equipment

- 1 red flag
- 1 white flag
- 1 number
- penalty zone markers (if required)

Aim

Highlighting the calmness and balance of the horse and the correct posture of the rider enabling proper control and movement of the horse.

A change of gait or jumping from a standstill is allowed.

Effectiveness – Faults to be avoided

- refusal including stepping back

Style – Important points to look for

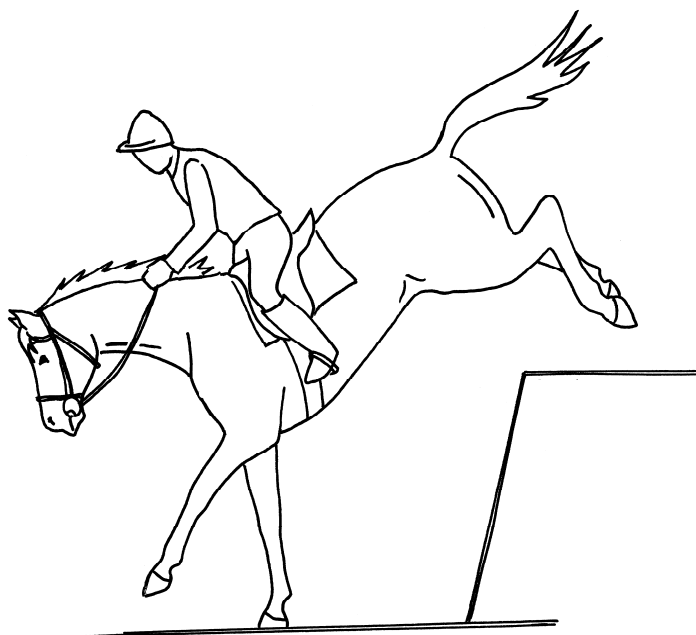
- regularity, balance and impulsion
- good position of the rider

Marking

Effectiveness: marked 7, 4, 1, and 0 depending on the number of faults

Style: marked from +3 to -2 according to the general marking scheme (rider's position)

Penalties: -3 for brutality or dangerous riding



(18) LEADING UP AN INCLINE

OBSTACLE DATA SHEETS

Features

- look for level ground enabling the horse to be led safely and regularly up the incline
- slope of around 30° to 45°
- minimum 10 metres length
- a corridor (whether marked or not) between 2m and 4m wide

Equipment

- 2 red flags
- 2 white flags
- 1 number
- penalty zone markers (if required)

Aim

Highlighting the calmness, obedience and willingness of the horse and the correct attitude of the rider enabling proper control.

Effectiveness – Faults to be avoided

- refusal or reluctance to go forward
- reins/lead rope touching the ground
- break in forward motion, change of gait (do not penalise a horse that bounds up the slope but this may affect the style mark)
- horse knocks into the rider
- horse and rider not maintaining a straight line between the entry and exit flags, that is, not weaving

Style – Important points to look for

- calmness, obedience and willingness to move forward enabling the rider to lead without the reins/lead rope becoming taut
- position of rider whilst leading the horse

Marking

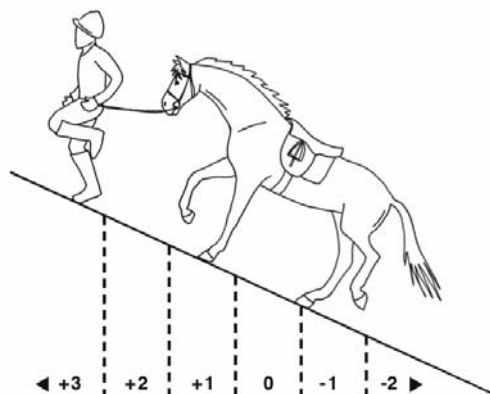
Effectiveness: marked 7, 4, 1, and 0 depending on the number of faults

Style: marked from +3 to -2 according to the position from which the rider leads the horse; rider stays in front of horse +3 max; rider by horse's head +2 max; rider by shoulder +1 max; rider by girth 0 max; rider by hindquarters -1 max; rider behind horse -2.

Penalties: -1 for flapping stirrup irons

-3 for dangerous conduct or brutality

Any step outside the obstacle route will result in a zero score



(19) LEADING DOWN AN INCLINE OBSTACLE DATA SHEETS

Features

- look for level ground enabling the horse to be led safely and regularly up the incline
- slope of around 30° to 45°
- minimum 10 metres length
- a corridor (whether marked or not) between 2m and 4m wide

Equipment

- 2 red flags
- 2 white flags
- 1 number
- penalty zone markers (if required)

Aim

Highlighting the calmness, obedience and willingness of the horse and the correct attitude of the rider enabling proper control.

Effectiveness – Faults to be avoided

- refusal or reluctance to go forward
- reins/lead rope touching the ground
- break in forward motion, change of gait (do not penalise a horse that bounds down the slope)
- horse knocks into the rider
- horse and rider not maintaining a straight line between the entry and exit flags, that is, not weaving

Style – Important points to look for

- calmness, obedience and willingness to move forward enabling the rider to lead without the reins/lead rope becoming taut
- position of rider whilst leading the horse

Marking

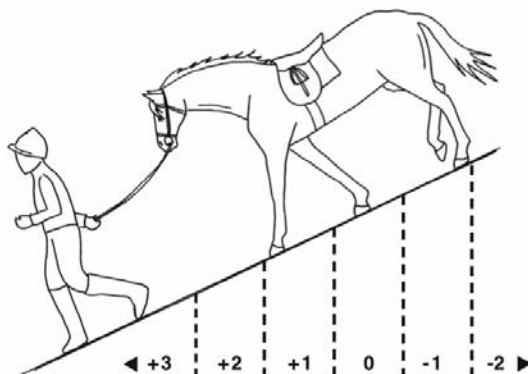
Effectiveness: marked 7, 4, 1, and 0 depending on the number of faults

Style: marked from +3 to -2 according to the position from which the rider leads the horse; rider stays in front of horse +3 max; rider by horse's head +2 max; rider by shoulder +1 max; rider by girth 0 max; rider by hindquarters -1 max; rider behind horse -2.

Penalties: -1 for flapping stirrup irons

-3 for dangerous conduct or brutality

Any step outside the obstacle route will result in a zero score



(20) LEADING UP A STEP

OBSTACLE DATA SHEETS

Features

- Steep sided obstacle, stable ground.
- height: see Annex A
- 2 to 3 metres wide

Equipment

- 1 red flag
- 1 white flag
- 1 number
- penalty zone markers (if required)

Aim

Highlighting the calmness and balance of the horse and the correct attitude of the rider enabling proper control of the horse.
A change of gait and jumping from a standstill is allowed.

Effectiveness – Faults to be avoided

- refusal including stepping back by horse or rider
- horse getting loose
- reins/lead rope touching the ground

Style – Important points to look for

- calmness, obedience and willingness to move forward enabling the rider to lead without the reins/lead rope becoming taut
- horse knocking the rider
- position of rider whilst leading the horse

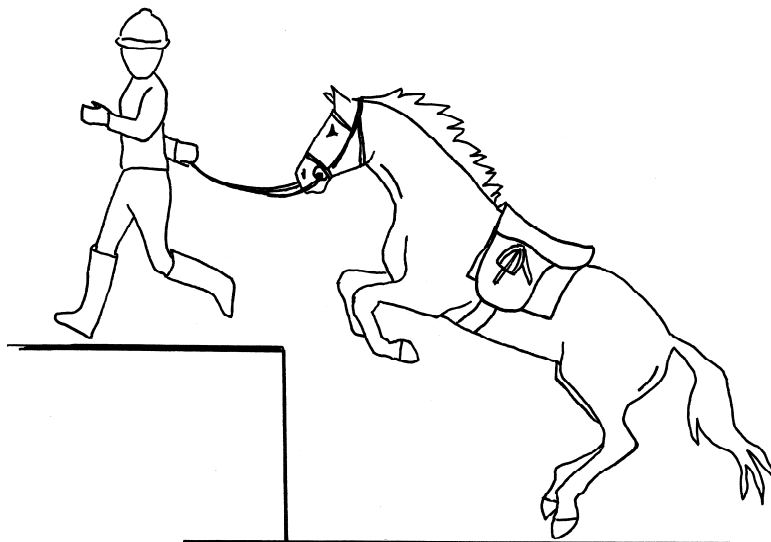
Marking

Effectiveness: marked 7, 4, 1, and 0 depending on the number of faults

Style: marked from +3 to -2 according to the general marking scheme (rider's position)

Penalties: -1 for flapping stirrup irons

-3 for brutality or dangerous riding



(21) LEADING DOWN A STEP OBSTACLE DATA SHEETS

Features

- Steep sided obstacle, stable ground.
- height: see Annex A
- 2 to 3 metres wide

Equipment

- 1 red flag
- 1 white flag
- 1 number
- penalty zone markers (if required)

Aim

Highlighting the calmness and balance of the horse and the correct attitude of the rider enabling proper control of the horse.

A change of gait and jumping from a standstill is allowed.

Effectiveness – Faults to be avoided

- refusal including stepping back by horse or rider
- horse getting loose
- reins/lead rope touching the ground

Style – Important points to look for

- calmness, obedience and willingness to move forward enabling the rider to lead without the reins/lead rope becoming taut
- horse knocking the rider
- position of rider whilst leading the horse

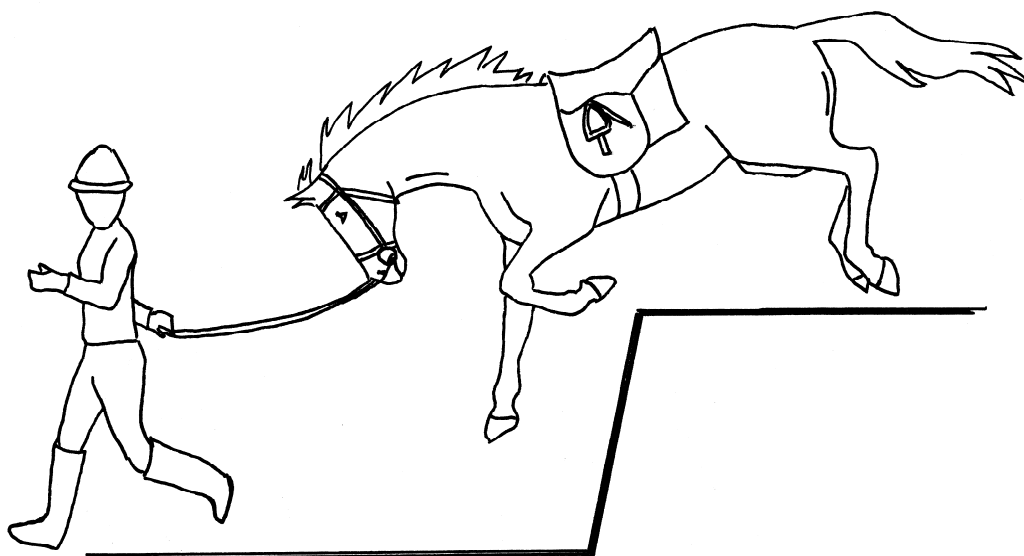
Marking

Effectiveness: marked 7, 4, 1, and 0 depending on the number of faults

Style: marked from +3 to -2 according to the general marking scheme (rider's position)

Penalties: -1 for flapping stirrup irons

-3 for brutality or dangerous riding



(22) DITCH (LED)

OBSTACLE DATA SHEETS

Features

Natural or man-made ditch which may be able to be negotiated without having to jump. It may have water in it or not.

- width of ditch: 1.50m maximum
- minimum length of ditch: 3 metres
- entrance and exit between 3m and 5m from obstacle (penalty zone)

Equipment

- 1 or 2 red flags
- 1 or 2 white flags
- 1 number
- penalty zone markers (if required)

Aim

Highlighting the calmness, obedience and willingness of the horse and the correct attitude of the rider enabling proper control.

A change of gait and jumping from a standstill is allowed.

Effectiveness – Faults to be avoided

- refusal includes stepping back by horse or rider
- horse getting loose
- reins/lead rope touching the ground

Style – Important points to look for

- calmness, obedience and willingness to move forward enabling the rider to lead without the reins/lead rope becoming taut
- horse knocking the rider
- position of rider whilst leading the horse

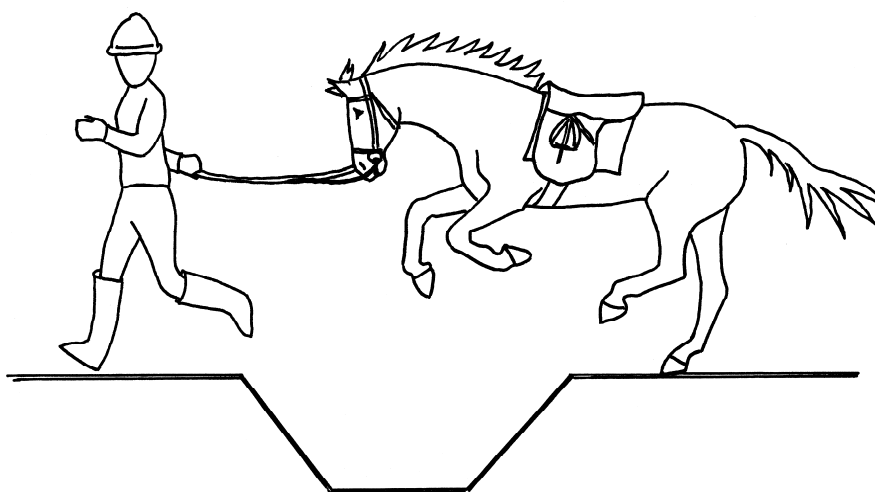
Marking

Effectiveness: marked 7, 4, 1, and 0 depending on the number of faults

Style: marked from +3 to -2 according to the general marking scheme

Penalties: -1 for flapping stirrup irons

-3 for dangerous conduct or brutality



(23) HORSE TRAILER (LED)

OBSTACLE DATA SHEETS

Must be negotiated at walk.

Features

- Leading the horse, at walk, in and out of a horse trailer with the central partition removed.
 - load from the rear, unloading at the front
- Make sure the trailer is stable to prevent it moving when the horse loads.

Equipment

- 1 horse trailer (connected to vehicle)
- 2 red flag
- 2 white flag
- 1 number
- penalty zone markers (if required)

Aim

Showing the combination's ability to load into and out of a horse trailer, the obedience of the horse and the correct attitude of the rider.

Effectiveness – Faults to be avoided

- the horse getting loose
- the horse that pushes or precedes the rider
- horse bumping trailer
- refusal or reluctance to go forward
- reins/lead rope touching the ground
- change of gait

Style – Important points to look for

- regularity of loading and unloading
- a regard for safety
- calmness, obedience and willingness to move forward enabling the rider to lead without the reins/lead rope becoming taut
- horse knocking the rider

Marking

Effectiveness: marked 7, 4, 1, and 0 depending on the number of faults

Style: marked from +3 to -2 according to the general marking scheme.

Penalties: -1 for flapping stirrup irons

-3 for dangerous conduct or brutality

Completing the majority of the obstacle in a gait other than walk will result in a zero score



(24) FOOTBRIDGE CROSSING (LED) OBSTACLE DATA SHEETS

Must be negotiated at walk.

Features

May be on the ground, over a stream or between two mounds of earth, etc.

- minimum 5m length of crossing
- width: around 1m
- one or two hand-rails

Equipment

- 2 red flags
- 2 white flags
- 1 number
- 1 foot bridge (wooden, iron, etc.)
- penalty zone markers (if required)

Aim

Highlighting the calmness, obedience and willingness of the horse, and the correct attitude of the rider enabling proper control.

Effectiveness – Faults to be avoided

- refusal or reluctance to go forward
- horse getting loose
- horse knocking the rider and/or the bridge
- reins/lead rope touching the ground
- change of gait from walk (changing back to walk is not penalised)
- jumping on or off the bridge

Style – Important points to look for

- calmness, obedience and willingness to move forward enabling
- the rider to lead without the reins/lead rope becoming taut

Marking

Effectiveness: marked 7, 4, 1, and 0 depending on the number of faults

– any step off the bridge will result in a zero score

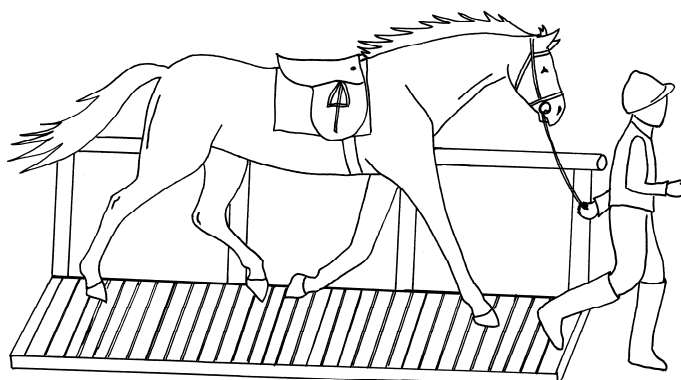
Style: marked from +3 to -2 according to the general marking scheme

Penalties: -1 for flapping stirrup irons

-3 for dangerous conduct or brutality

Any step off the side of the bridge will result in a zero score

Completing the majority of the obstacle in a gait other than walk will result in a zero score



(25) CORRIDOR (LED)

OBSTACLE DATA SHEETS

Features

This is a narrow path made up by bars placed on the ground.

- Length 8m
- Width between bars 0.5m

Equipment

- 2 red flags
- 2 white flags
- 1 number
- 4 x 4m bars or 2 x 8m bars (preferably fastened to the ground)
- penalty zone markers (if required)

Aim

Showing the obedience and accuracy of the horse and the correct attitude of the rider.

Effectiveness – Faults to be avoided

- refusal including stepping back
- horse or rider touching the bars
- break in forward movement (change of gait)

Style – Important points to look for

- according to lowest gait

Marking

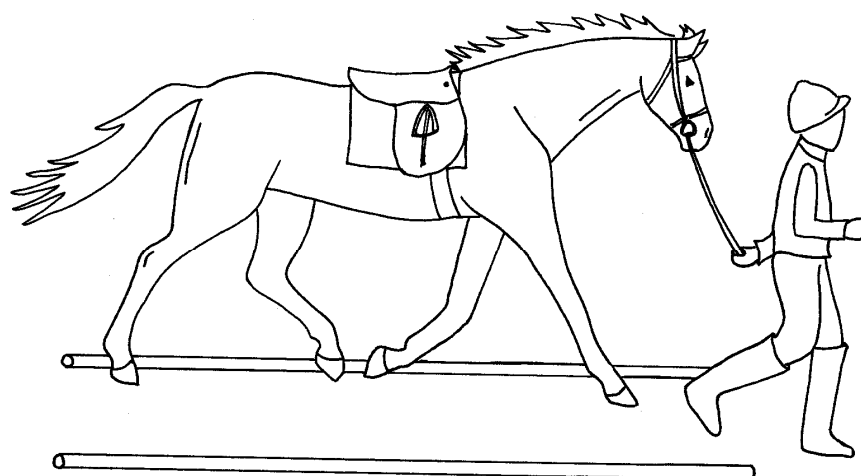
Effectiveness: marked 7, 4, 1, and 0 depending on the number of faults

Style: trot = +3, walk = -2

Penalties: -1 for flapping stirrup irons

-3 for dangerous conduct or brutality

Any step outside the obstacle route will result in a zero score



(26) STAIRCASE UP (LED)

OBSTACLE DATA SHEETS

Must be negotiated at walk

Features

- natural or artificial staircase
- length between 5m and 10m depending on the angle of the incline
- around 1m wide
- Steps: depth minimum 50cm, height maximum 30cm

Equipment

- 2 red flags
- 2 white flags
- 1 number
- penalty zone markers (if required)

Aim

Highlighting the calmness and balance of the horse and the correct attitude of the rider.

Effectiveness – Faults to be avoided

- refusal including stepping back
- horse or rider touching the bars
- break in forward movement (change of gait from walk - changing back to walk is not penalised)

Style – Important points to look for

- regular paces and good balance of the horse
- correct rider's aids

Marking

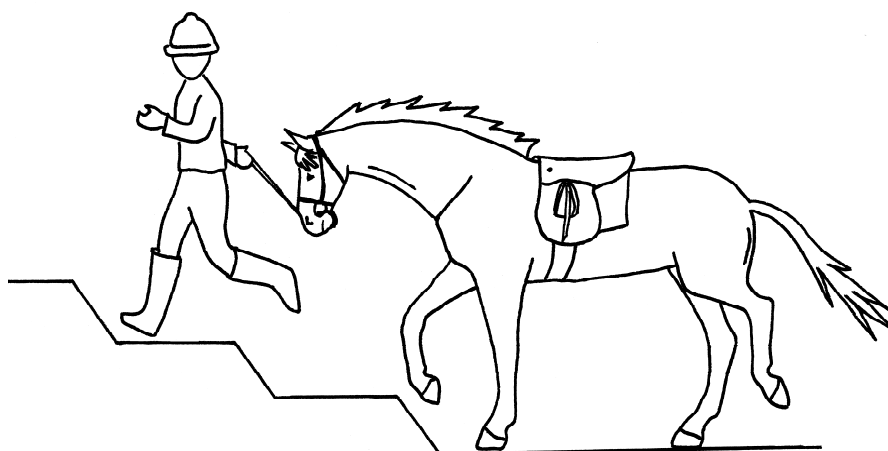
Effectiveness: marked 7, 4, 1, and 0 depending on the number of faults

Style: marked from +3 to -2 in accordance with the marking scheme

Penalties: -3 for brutality or dangerous riding

Stepping outside the marked corridor will result in a zero score.

Completing the majority of the obstacle in a gait other than walk will result in a zero score



(27) STAIRCASE DOWN (LED) OBSTACLE DATA SHEETS

Must be negotiated at walk

Features

- natural or artificial staircase
- length between 5m and 10m depending on the angle of the incline
- around 1m wide
- Steps: depth minimum 50cm, height maximum 30cm

Equipment

- 2 red flags
- 2 white flags
- 1 number
- penalty zone markers (if required)

Aim

Highlighting the calmness and balance of the horse and the correct attitude of the rider.

Effectiveness – Faults to be avoided

- refusal including stepping back
- horse or rider touching the bars
- break in forward movement (change of gait from walk - changing back to walk is not penalised)

Style – Important points to look for

- regular paces and good balance of the horse
- correct rider's aids

Marking

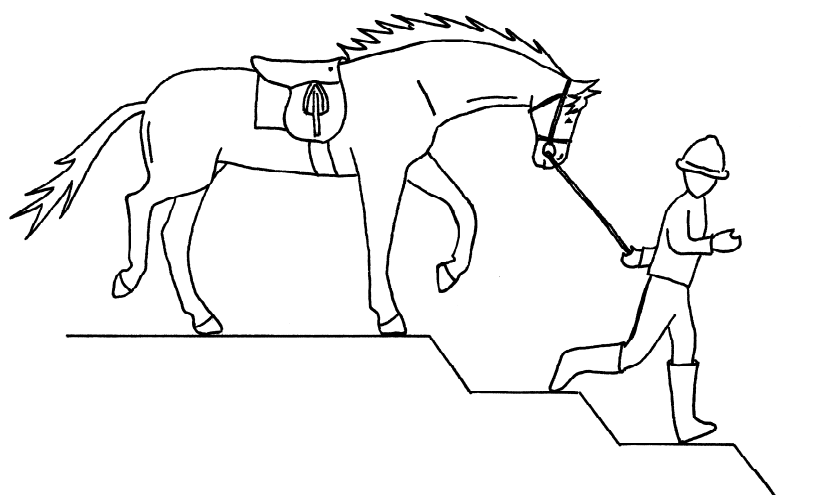
Effectiveness: marked 7, 4, 1, and 0 depending on the number of faults

Style: marked from +3 to -2 in accordance with the marking scheme

Penalties: -3 for brutality or dangerous riding

Stepping outside the marked corridor will result in a zero score.

Completing the majority of the obstacle in a gait other than walk will result in a zero score



(28) S-BEND (LED)

OBSTACLE DATA SHEETS

Must be negotiated at walk.

Features

Manoeuvring around an S-shaped (or Z-shaped) corridor made from poles (preferably raised).

For each bend of the S

- width: 0.90m
- length: 4m

Equipment

- 2 x 4m poles + 2 x 2.20m + 2 x 1.90m long poles
- 12/14 max 30cm tall raisers (if applicable)
- 2 red flags
- 2 white flags
- 1 number
- penalty zone markers (if required)

Aim

Showing the obedience and forwardness of the horse and the correct actions of the rider.

Effectiveness – Faults to be avoided

- the poles being touched (if on floor) or knocked off (if raised)
- stopping whilst in the obstacle
- refusal includes stepping back
- change of gait from walk (changing back to walk is not penalised)

Style – Important points to look for

- calmness of horse
- obedience to rider's aids

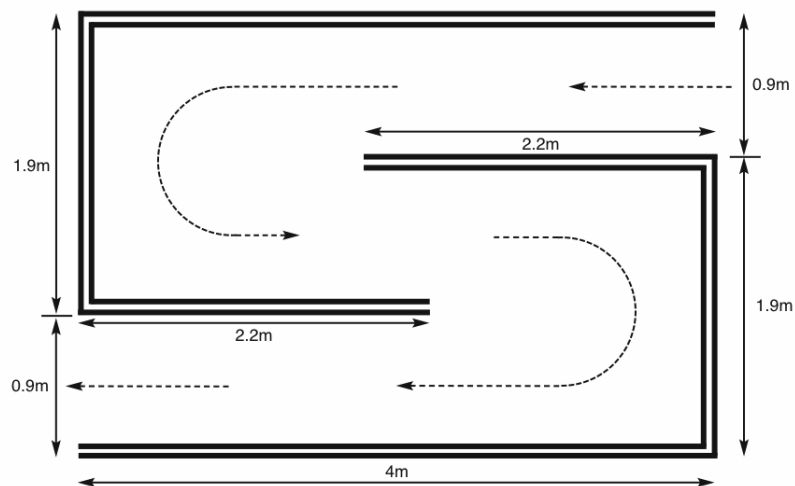
Marking

Effectiveness: marked 7, 4, 1, and 0 depending on the number of faults

Style: marked from +3 to -2 according to the general marking scheme.

Penalties: -3 for brutality or dangerous riding

Completing the majority of the obstacle in a gait other than walk will result in a zero score



(29) LOW BRANCHES (LED) OBSTACLE DATA SHEETS

Features

- 3 to 5 supported branches, unfixed and a maximum of 2m apart
- height: 20cm over the horse's withers
- width: 1.80m (2m if curved)
- maximum length of obstacle 5m

NB: should be adjustable to accommodate range of horse heights (i.e. 12 to 18 hands)

It is possible to have the branches on a curve. The arc of the curve must not exceed 90° and the inside edge must have a radius of 8m minimum.

Equipment

- 2 red flags
- 2 white flags
- 1 number
- 'branches' and their supports
- penalty zone markers (if required)

Aim

Passing under the low branches without knocking them off and keeping the initially chosen gait.

Effectiveness – Faults to be avoided

- displacing a branch
- change of gait
- refusal includes stepping back

Style – Important points to look for

- according to lowest gait

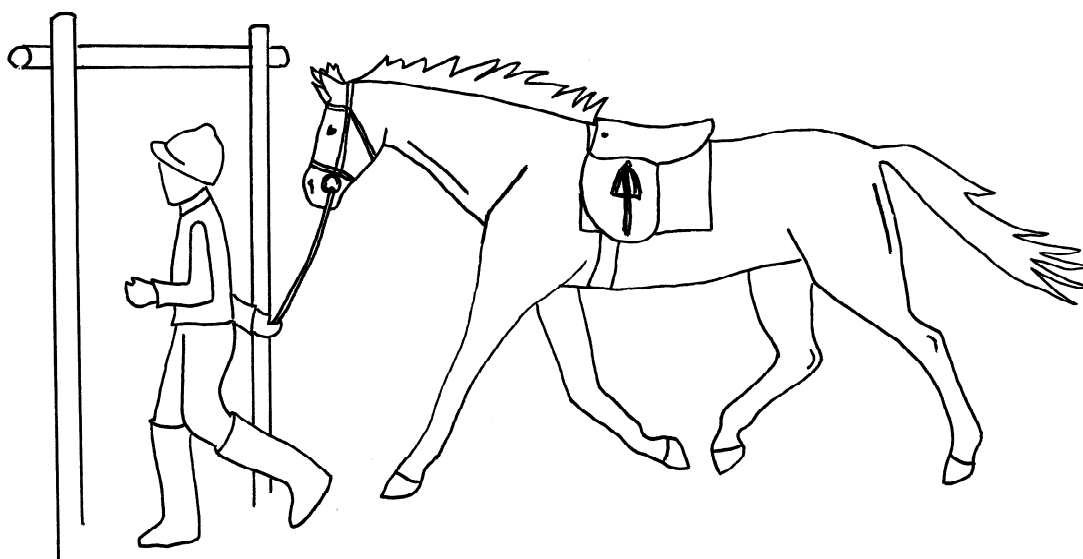
Marking

Effectiveness: marked 7, 4, 1, and 0 depending on the number of faults

Style: Trot = +3, walk = -2.

Penalties: -3 for brutality or dangerous riding.

Any step outside the branches will result in a zero score



(30) IMMOBILITY

OBSTACLE DATA SHEETS

Features

The immobility test will take place in two well marked, concentric circles on level ground.

The horse stands in the inner circle and the rider has to stand outside the outer circle.

The rider has 10 seconds from the time the horse or rider enters the inner circle to position the horse and to leave the inner circle.

The horse may be ridden into the circles.

Ground tying is permitted only with split reins or lead rope.

- inner circle: 4m diameter
- outer circle: 8m diameter

NB. A ringed-off area should be provided to avoid horses getting loose.

Equipment

- 1 number
- material for marking (sand, paint, sawdust etc.)
- 2 stop watches
- rope, etc to provide ringed off area

Aim

Showing the obedience and calmness of the horse.

Marking

1 point is scored for each second the horse remains in the inner circle whilst the rider is outside the outer circle up to a maximum of 10 points (the horse can move in the inner circle)

The judge will advise you when the timing has stopped.

Whilst outside the outer circle the rider may only use verbal commands, any body or equipment movement will result in the timing being stopped and the score based upon this time.

Effectiveness: an intervention is when the rider has to return to the horse having left the inner circle but before leaving the outer circle (intervention)

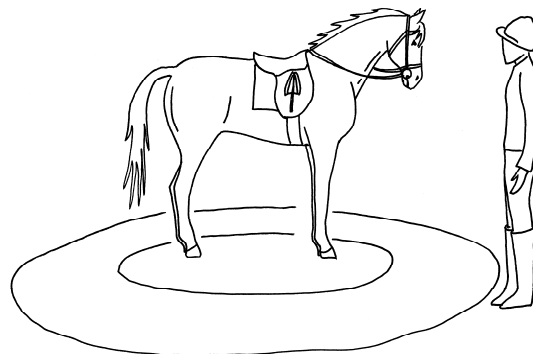
0 interventions	-	10pts (max)
1 intervention	-	7pts (max)
2 interventions	-	4pts (max)
3 interventions	-	0pts

Penalties: -1 for flapping stirrup irons (Western saddles exempt)

-3 for brutality or dangerous riding

-3 for reins falling/slipping into a potentially dangerous position

Not leaving the inner circle within 10 seconds will result in a zero score.



(31) MOUNTING (FROM GROUND) OBSTACLE DATA SHEETS

Features

The test takes place within a circle of 2.5m clearly marked on the ground. The horse will be mounted from the ground within 15 seconds, from the time the horse or rider first sets foot in the circle, until the rider has both feet in the stirrups.

Once the horse is at halt in the circle, it must be mounted from the near or off side as instructed (side-saddle riders will not be expected to mount from the offside). The rider may vault on to the horse.

The rider may dismount before entering the circle but must have the stirrups up/crossed (Western saddles exempt).

If ridden into the circle, both of the rider's feet must touch the ground before re-mounting.

Mounting blocks, including portable versions are not permitted. The use of stirrup extensions is permitted but must be correctly stowed before the obstacle is deemed to have been completed.

Equipment

- 1 number
- marking equipment (sand, paint, sawdust etc)
- 1 stop watch
- flags may be used if the entry point to the obstacle needs clarifying.

Aim

Showing the calmness of the combination and obedience of the horse.

Effectiveness – Faults to be avoided

- any movement of the horse's feet whilst the rider is mounting, each movement equals one fault,

Style – Important points to look for

- lightness and accuracy of the rider

Marking

Effectiveness: marked 7, 4, 1, and 0 depending on the number of faults.

Style: marked from +3 to -2 according to the general marking scheme.

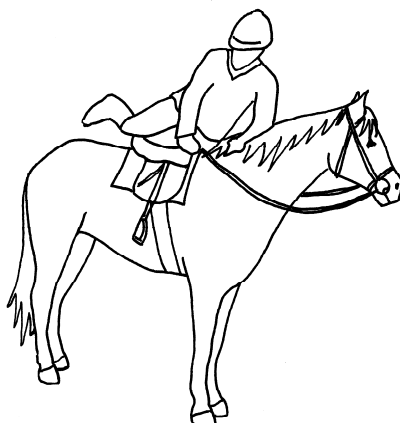
Penalties: -3 for brutality or dangerous conduct

-1 for twisted stirrup leather

-1 for flapping stirrup irons (Western saddles exempt)

-1 for each second started over the allowed time of 15 seconds

The horse leaving the circle before completion will result in a zero score.



(32) MOUNTING (FROM BLOCK) OBSTACLE DATA SHEETS

Features

The test takes place within a marked area next to the mounting block. The horse will be mounted from the block within 15 seconds, from the time the horse or rider first sets foot in the marked area, until the rider has both feet in the stirrups.

The horse is led into the marked area as the rider is ascending the mounting block. The horse should be parallel with and next to the block and must be mounted from the near or off side as instructed (side-saddle riders will not be expected to mount from the offside).

The marked area must start a minimum of 1m before the block and must finish a minimum of 1m after the block and be a minimum of 2.5m in length and at least 2m wide.

The rider may vault on to the horse and may choose whether to use the stirrups whilst actually mounting.

The rider must dismount before entering the obstacle and must have the stirrups up/crossed (Western saddles exempt)

Equipment

- 1 red flag
- 1 white flag
- 1 number
- 1 solid block, between 0.6m and 1m high and having at least a 0.6m by 0.6m square top with a step-up if the main block is over 0.6m high
- 1 number marking equipment (sand, paint, sawdust etc)
- 1 stop watch

Aim

Showing the calmness of the combination and obedience of the horse.

Effectiveness – Faults to be avoided

- any movement of the horse's feet whilst the rider is mounting, each movement equals one fault,

Style – Important points to look for

- lightness and accuracy of the rider

Marking

Effectiveness: marked 7, 4, 1, and 0 depending on the number of faults.

Style: marked from +3 to -2 according to the general marking scheme.

Penalties: -3 for brutality or dangerous conduct (including a horse not being close to or parallel with the block)

-1 for twisted stirrup leather

-1 for flapping stirrup irons

-1 for each second started over the allowed time of 15 seconds

The horse leaving the marked area before completion will result in a zero score.



(33) BENDING (RIDDEN) OBSTACLE DATA SHEETS

Features

- bending through 6 posts set in the ground, evenly spread in a straight line at a distance of 5m from one another
- posts a minimum of 2m high
- corridor 4 metres wide (2m each side of the posts)
- a starting gate 4m before the first post
- a finishing gate 4m after the last post

Equipment

- 2 red flags
- 2 white flags
- 1 number
- 6 posts
- corridor marked on the ground (plaster/chalk/lime etc.)

Aim

Showing the obedience and suppleness of the horse.

Effectiveness – Faults to be avoided

- touching the posts
- break in forward movement (change of gait)

Style – Important points to look for

- according to lowest gait

Marking

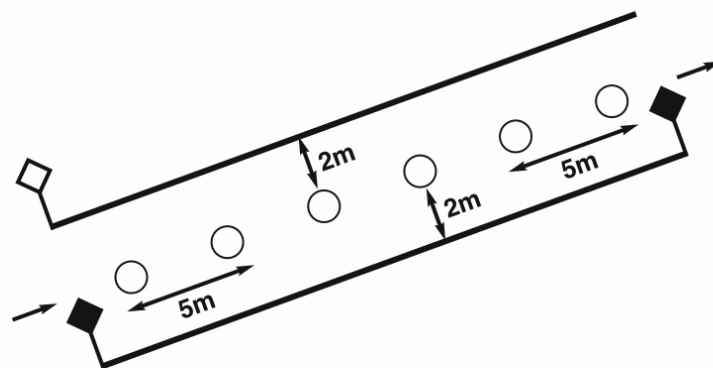
Effectiveness: marked 7, 4, 1, and 0 depending on the number of faults

Style: canter = +3, trot = 0, walk = -2.

Penalties: -3 for brutality or dangerous riding

Any step outside the obstacle route will result in a zero score

Missing any pole in the sequence will result in a zero score



(34) CORRIDOR (RIDDEN)

OBSTACLE DATA SHEETS

Features

This is a narrow path made up by bars placed on the ground.

- Length 8m
- Width between bars 0.5m

Equipment

- 2 red flags
- 2 white flags
- 1 number
- 4 x 4m bars or 2 x 8m bars (preferably fastened to the ground)
- penalty zone markers (if required)

Aim

Showing the obedience and accuracy of the horse.

Effectiveness – Faults to be avoided

- feet touching the bars
- break in forward movement (change of gait)

Style – Important points to look for

- according to lowest gait

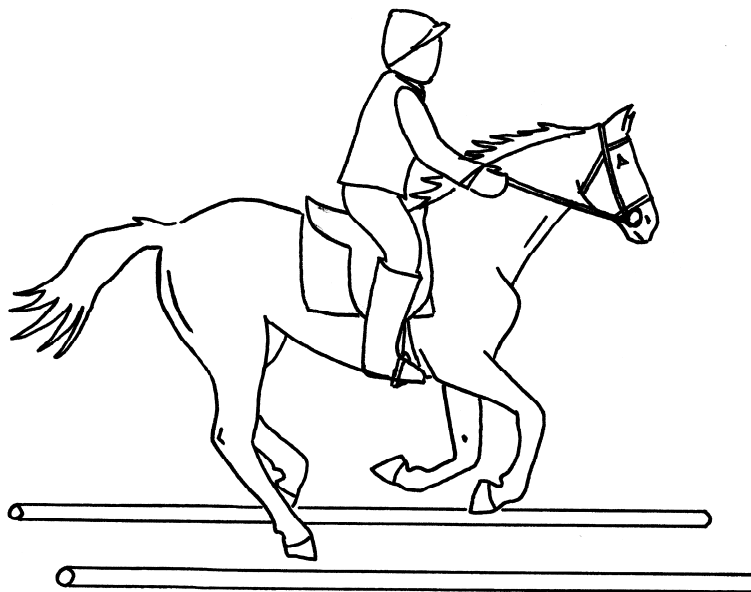
Marking

Effectiveness: marked 7, 4, 1, and 0 depending on the number of faults

Style: canter = +3, trot = 0, walk = -2

Penalties: -3 for brutality or dangerous riding

Any step outside the bars will result in a zero score



(35) LOW BRANCHES (RIDDEN) OBSTACLE DATA SHEETS

Features

- 3 to 5 supported branches, unfixed and a maximum of 2m apart
- height: 20cm over the horse's withers
- width: 1.80m (2m if curved)
- maximum length of obstacle 5m

NB: should be adjustable to accommodate range of horse heights (i.e. 12 to 18 hands)

It is possible to have the branches on a curve. The arc of the curve must not exceed 90° and the inside edge must have a radius of 8m minimum.

Equipment

- 2 red flags
- 2 white flags
- 1 number
- 'branches' and their supports
- penalty zone markers (if required)

Aim

Passing under the low branches without knocking them off and keeping the initially chosen gait.

Effectiveness – Faults to be avoided

- displacing a branch
- change of gait
- refusal includes stepping back

Style – Important points to look for

- according to lowest gait

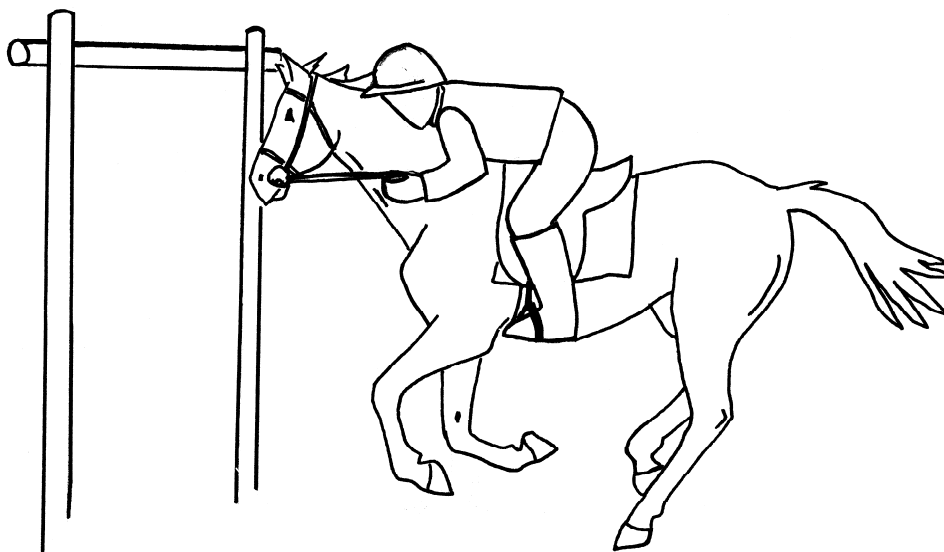
Marking

Effectiveness: marked 7, 4, 1, and 0 depending on the number of faults

Style: Canter = +3, trot = 0, walk = -2.

Penalties: -3 for brutality or dangerous riding.

Any step outside the branches will result in a zero score



(36) MAYPOLE/ROUNDAABOUT (RIDDEN) OBSTACLE DATA SHEETS

Features

A rope suspended between two upright posts (one post at the centre of a marked circle, the second just outside). The rider picks up the loose end of the rope and rides around the outside of the marked circle in a clockwise or anticlockwise direction as instructed and replaces the rope back onto its original post.

A minimum of 3m each side of the outer post will not be judged – this marked area is so the rider can pick up or replace the rope and select their chosen gait to travel round the rest of the circle. Style will be marked according to the selected gait used while travelling round the outside of the larger portion of the circle. Deliberate changes in gait should only be attempted within the smaller marked section of the circle.

Equipment

- 1 red flag
- 1 white flag
- 1 number
- 2 posts set in the ground or poles with heavy bases
- rope minimum 5m (1m more than the radius of the marked circle)
- marking for a circle and judged section

Aim

The calmness of the horse and rider, highlighting the forwardness of the horse as well as the correct approach and attitude of the rider allowing for good control.

Effectiveness – Faults to be avoided

- refusal includes stepping back
- break in forward movement (change of gait) while in the judged part of the circle
- hand being raised too high
- incorrect rider position, e.g. being pulled out of the saddle
- loss of balance of the horse or rider
- incorrect rider aids

Style – Important points to look for

- according to lowest gait

Marking

Effectiveness: marked 7, 4, 1, and 0 depending on the number of faults

Style: Canter = +3, trot = 0, walk = -2.

Penalties: -3 for brutality or dangerous riding.

Any step inside the marked circle will result in a zero score

Letting go of the rope before completing the task will result in a zero score

